SOLAR SPHERE

RULEBOOK

INTRODUCTION

The human race has exhausted Earth's energy reserves. To become an interstellar civilisation they must harness the power of an entire solar system by building a solar sphere.

You have been contracted by the vast interstellar Corporation to help construct the Sphere. You'll need a crew: individuals with the skillsets you need to get the job done. But you are not the only Captain contracted by the Corporation, and there is a race to claim huge rewards and prestige.

Beware the Resistance! They are fanatically opposed to the Sphere and will stop at nothing to prevent the megastructure from being built and disrupt the next giant leap for humanity. The Corporation says these rebels are to be eliminated without hesitation. *"The Sphere must be built at any cost!"*

COMPONENTS

4 Sphere scoring cards

8 Location cards

18 Resistance ship cards

45 resources:

1 Solar Sphere
(1 Core hex, 18 Sphere hexes and 3 border tiles)

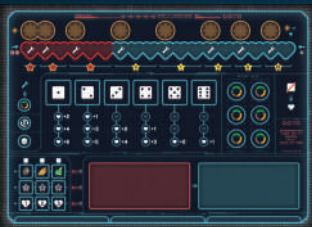15 ore   15 gold   15 crystal

1 turn order track

48 Crew cards

4 player sets, each comprising:

1 Command Centre board

4 ship dice (3 transparent dice, 1 opaque die)

20 drones (cubes)

1 reputation marker

1 faction track

1 morale marker

1 turn order marker

1 '50/100' score tile

4 faction markers

1 score marker

9 Corporation drones

1 Resistance die

6 morale tokens

12 solo cards
(for use in the solo mode)

SETUP

NOTE: There is a diagram on page 4 to help with setup.

THE SPHERE

1 Place the **Core hex** in the middle of the play area.

2 Shuffle the other **18 Sphere hexes** face up. Depending on the number of players, randomly flip hexes face down, and then continue to shuffle so that the face-down hexes are distributed randomly within the stack.

> » 2 players: Flip 6 hexes face down.
> » 3 players: Flip 3 hexes face down.
> » 4 players: Flip 0 hexes face down.

3 Now lay the Sphere hexes clockwise around the centre hex, to create two complete rings of hexes. Lay the hexes face up (except for any flipped hexes which should remain face down!).

4 Place a **Corporation drone** on the Core hex and, in a 2- or 3-player game, on each face-down Sphere hex.

5 Connect the **12 border pieces** to form a ring around the Sphere hexes.

6 Place the **turn order track** beside the play area.

CARDS

7 Place the **8 Location cards** around the Sphere.

8 Sort the **45 resources** by type (ore, gold and crystal) and place each supply beside its corresponding Location card.

9 Shuffle the **4 Sphere scoring cards** and choose one at random. Place it face up in the play area. Return the unused cards to the box.

10 Sort the **18 Resistance ship cards** into face-down stacks by their resistance value (the value in the red panel on the front of the card) and shuffle each stack separately.

Create a **Resistance deck** (always containing 12 cards) by randomly selecting the following number of cards from each stack, depending on the number of players. Shuffle and place the Resistance deck face down beside the Resistance Fleet location card. Return the unused cards to the box.

	VALUE 2	VALUE 3	VALUE 4	VALUE 5
2 players	6	6		
3 players	3	6	3	
4 players	3	3	3	3

11 Draw **2 Resistance ship cards** from the Resistance deck and lay them face up beside the deck to form the top row of the Resistance fleet. Leave space below these cards for a bottom row.

12 Place **2 Corporation drones** and the **Resistance die** beside the Resistance deck. Return any remaining Corporation drones to the box.

13 Sort the **48 Crew cards** into three decks by type (Tier 1, 2 and 3). Shuffle each deck separately and place the decks face down in a row beside the corresponding Location card. Reveal 2 cards from each deck to form the Crew display.

14 Place the **6 morale tokens** beside the Crew decks.

COMMAND CENTRES

Give each player a player set in one colour, comprising: a Command Centre board, 4 dice, 20 drones, 4 markers (reputation, morale, turn order, and score), a '50/100' score tile, a faction track and 4 faction markers. Each player sets up their player area as follows:

1 Place your **Command Centre board** in your play area.

2 Place your **reputation marker** on the start of the reputation track.

3 Place your **morale marker** on the start of the morale track.

4 One player takes the **turn order markers** from all the players and arranges them randomly on the **turn order track**.

5 Place your **score marker** on the '0' space of the score track around the Sphere, and place your '50/100' **score tile** beside the '0' space.

6 Place your **3 ship dice** (transparent) above your board.

7 Place your **1 auxiliary ship die** (opaque) and **12 drones** beside your board to form your reserve.

8 Place **6 drones** in the active panel (blue), and **2 drones** in the inactive panel (red) at the bottom of your board.

9 Place your **faction track** beside your board, with the **4 faction markers** on the matching '0/10' spaces.
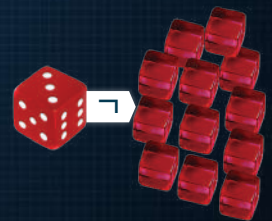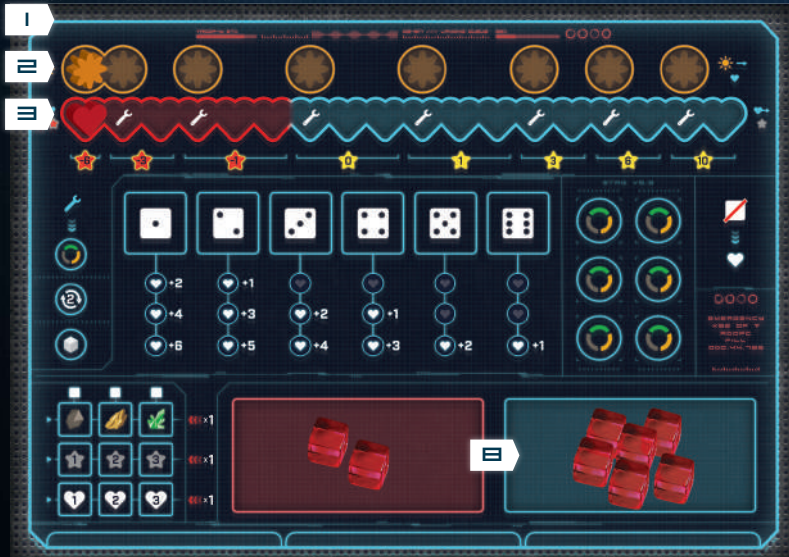
ABOUT YOUR COMMAND CENTRE

REPUTATION AND MORALE

Each time you take an action that gains you a benefit showing the Corporation icon ☀, you gain 1 reputation. Record this by moving your marker forward to the next highlighted position on the reputation track. If you would ever gain more reputation than you can record, gain that number of morale instead.

When you gain or lose morale, which can happen in a number of different ways, record this by moving your marker up or down the morale track. If you would ever gain more morale than you can record, score that number of points instead. If you would lose more morale than you have available, lose 2 points for each additional morale lost.

At the end of the game, you will score points for the final positions of both of your markers, as shown by the point values below the tracks. Each marker will score independently.
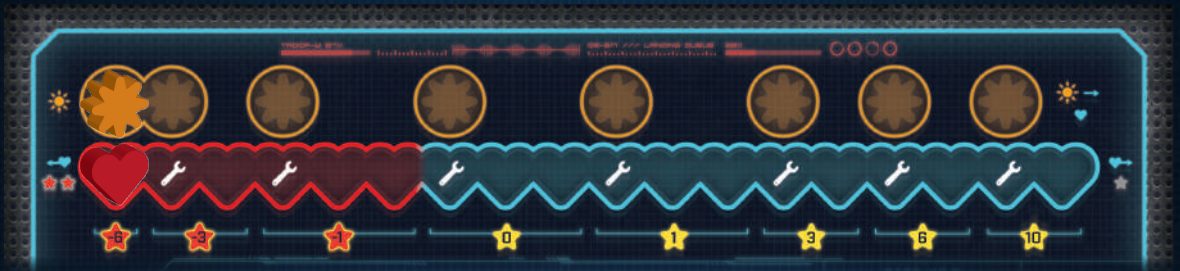
DOCKING PORTS

Below the reputation and morale tracks, are six docking ports. Each round, after you roll your dice, you will place each die in the corresponding docking space. Stack multiple dice with the same result.

The values below the docking ports are morale bonuses, which you gain during the Dock phase of each round (explained in more detail on page 9).

STORAGE AREA

Whenever you gain resources (ore, gold or crystal), take them from the supplies beside the corresponding Location cards and place them in your storage area.

You can store up to 6 resources. If you gain a resource but cannot store it, you may either discard a resource in your store to make room for the new resource, or discard the new resource. When you spend or discard a resource, return it to the corresponding supply.

Note: The resource supplies are not intended to be limited. If a supply runs out, use a suitable replacement.

ABOUT DRONES

The panel at the bottom of your Command Centre is where you can fabricate and store your active drones, and where you can regenerate or decommission your inactive drones.

You start the game with 6 drones in your active panel (blue), 2 drones in your inactive panel (red), and 12 drones beside your board in your reserve. You will need to fabricate the drones in your reserve to bring them into play. The maximum number of drones you can have in play is limited to 20.

FABRICATING DRONES

When you fabricate a drone, move a drone from your reserve (beside your board) to your active panel (blue). If your reserve is empty, you can instead, if you wish, choose to recover one of your satellite drones (on a Location card) and move it back to your active panel.
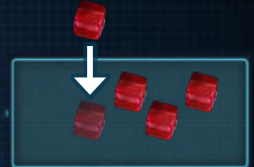
EXHAUSTING DRONES

When you exhaust a drone to either change the value of a ship die or deploy a ship die to a location already occupied by any other ship die, move a drone from your active panel (blue) to your inactive panel (red).

DEPLOYING DRONES

You will deploy drones from your active area (blue) when you launch a satellite, build Sphere hexes, and attack Resistance ships.

- » If you launch a satellite, place the drone on the Location card you are visiting.
- » If you build a Sphere hex, place the drone over the die value in the middle of the hex.
- » If you attack a Resistance ship, place the drone on the ship card.

A satellite drone remains on the Location card unless you choose to recover it by taking a fabricate action. A Sphere hex drone is out of play and remains on the hex for the remainder of the game. An attack drone remains on the Resistance ship card until the attack is resolved.

SALVAGING DRONES

When you salvage a drone, you can either regenerate or decommission it. If you regenerate the drone, move it from your inactive panel (red) to your active panel (blue).

If you decommission the drone, move it from your inactive panel (red) to the left-most empty space in one of the three rows in your matrix. *Important: After you decommission a drone, it is permanently out of play. Also, you can only decommission a drone if it is already in your inactive panel.*

Now gain the bonus shown in the matrix space covered by the drone (1 resource, 1–3 points or 1–3 morale). With each decommission action, you can only move a maximum of 1 drone into each row of the matrix. The '×1' arrow is a reminder of this limit.
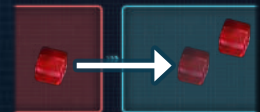
GAINING YOUR AUXILIARY SHIP DIE

When you completely fill a column in the matrix, you temporarily unlock your opaque auxiliary ship die. Immediately take the die from your reserve and roll it. Place it on your corresponding docking port as normal. You may now deploy this die in a later turn.

You do not gain a morale bonus from this die, and you must return it to your reserve at the end of the round. If you complete two columns of your grid in one round, you cannot take the die a second time and the benefit is lost.

AIM OF THE GAME

Compete with your fellow Captains and use your ships and drones to gain resources, hire crew members, fight the Resistance, and ultimately build the Sphere. The player with the most points at the end of the game is the winner.

HOW TO PLAY

The game is played over a series of rounds. Each round consists of the following 4 phases, explained in detail below:

PHASE 1: DOCK → PHASE 2: DEPLOY → PHASE 3: BATTLE → PHASE 4: RECOVER

The game ends after 6 rounds (when the Resistance deck is used up), or at the end of the round in which the final Sphere hex is built, if earlier.

SCORING POINTS

Each time you score points, move your score marker on the track around the Sphere to record your score. If you score over 50 points, take your score tile and place it in front of you with the '50' face up, and continue to move your marker around the track. If you score over 100 points, flip the tile over.

Silver points and red penalty points with a silver outline are scored immediately.

Gold points and red penalty points with a gold outline are scored once at the end of the game.

SPHERE SCORING CARD

At the end of the game, you will score points for the number and position of the Sphere hexes you have built based on the criteria of the Sphere scoring card.

FACTIONS

By building the Sphere, hiring crew members, and attacking the Resistance fleet, you will gain Faction icons. Each time you gain a Faction icon, move the corresponding marker on your faction track to keep a record of the number of icons of each type that you have gained.

At the end of the game, you will score 5 points for each complete set of three different Faction icons that you gained. Each silver faction icon is 'wild' and can take the place of any one other Faction icon to complete a set.

PHASE 1: DOCK

All players simultaneously roll their 3 ship dice and place them on the docking ports in their Command Centre. If you roll 2 or 3 dice with matching results, make a stack of them on the corresponding docking port.

TURN ORDER

All players declare the total face value of their 3 dice. Adjust the markers on the turn order track so that the player with the highest total is in position 1, the player with the second highest total is in position 2, and so on. If there is a tie, the tied players reverse their relative turn order.

MORALE BONUS

For each docking port with dice, find the corresponding morale bonus value below the port. If there is 1 die on the port, check the first bonus value, nearest to the port. If there are 2 dice on the port, check the next value. If there are 3 dice, check the final value. Sum the total of all your morale bonuses and move your marker that many spaces forwards on the morale track.
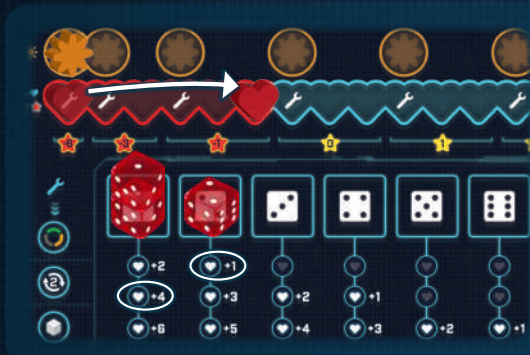
Arlo rolls his dice. He rolls 1−1−2 and places these dice on his docking ports, making a stack of the two '1's.

Arlo checks the values below the docking ports. Two '1's gains +4 morale, and one '2' gains +1 morale.

Arlo gains +5 morale in total, and moves his marker 5 spaces forward on the morale track.

PHASE 2: DEPLOY

Players take turns in turn order. On your turn, do the following:

Take kickbacks (optional) ⟶ Deploy 1 ship die to visit location

Keep taking turns in turn order until all players have deployed all their dice.

TAKE KICKBACKS (OPTIONAL)

On each of your turns, before you deploy a ship die, you can choose to take a valuable kickback from The Corporation. But beware, it will cost you morale!

To take kickbacks, you must move your morale marker backwards on the morale track to any spanner space. You can move back as far as you like.

For each spanner icon that you pass or land on, take 1 kickback. For each spanner that you pass or land on that is either **below or behind** your reputation marker, take 1 additional kickback. For each kickback you take, choose one of the following actions:

- » Gain 1 resource (ore, gold or crystal)
- » Fabricate 1 drone
- » Salvage up to 2 drones

Arlo moves his morale marker back 4 spaces. He passes one spanner and lands on a second. Each of these spanners earns Arlo 1 kickback, so Arlo takes 2 kickbacks this turn.

Esther moves her morale marker back 6 spaces. She passes two spanners and lands on a third. The first spanner she passes earns 1 kickback. The second and third spanners are both either below or behind her reputation marker, so each earns 2 kickbacks. Esther takes 5 kickbacks in total.

USE 1 SHIP DIE TO VISIT LOCATION

Each turn, choose one ship die on your docking ports, and move it to any Location card with a compatible die requirement. Each Location card shows what die values can be used to visit it.

1 or 2	3 or 4	5 or 6	Even	Odd	Any

OPERATING DRONES

You may **exhaust 1 or more drones** to change the value of your ship die before you deploy it by +1 or −1 for each drone used. *(Note: Die values do not 'cycle'. You would need to use 5 drones to change a 1 into a 6, or vice versa.)*

If any other ship dice, including your own, have already visited the Location card during the round, you must **exhaust 1 drone** to allow your ship to visit that Location (only ever exhaust 1 drone regardless of the number of ship dice present). If you do not have at least one active drone, you cannot visit a Location card that already has ship dice on it.

Remember: When you exhaust a drone, move it from your active area (blue) to your inactive area (red).

TAKE AN ACTION

When you visit a Location card choose to do **one** of the following:

» **Deploy a satellite drone** on the Location card. Move a drone from your active area (blue area) and place it on the Location card. Then end your turn. *(Note: Each player can only have a maximum of 1 satellite drone on each Location card, but any number of players may deploy a satellite drone on the same Location.)*

— OR —

» **Take the action** of the Location card. If you have a satellite drone on the Location cards, the card is boosted. The actions of all the Location cards are explained in detail below.

> You cannot pass your turn. If you cannot or choose not to deploy a die to visit a Location card, instead discard one of the ship dice on your docking ports and gain 1 morale. (Place the die above your board, out of play for the round.)

ASTEROID BELT

Ship die

Action

Satellite boost

Ship die: Any one die that matches either of the two values on the card.

Action: Gain 1 resource of the corresponding type (ore, gold or crystal).

Satellite boost: In addition, gain 2 more resources of the corresponding type (that is, gain 3 resources in total).

DRONE FABRICATOR

Ship die: Any die.

Action: Fabricate up to 2 drones.

Satellite boost: In addition, fabricate 1 more drone.

SALVAGE SHIP

Ship die: Any die.

Action: Salvage a number of drones up to the value of the die.

Satellite boost: Instead, salvage up to 6 drones, regardless of the value of the die.

SOLAR SPHERE

Ship die: Any die.

Action: Build any viable Sphere hex which has a die value in the middle that is equal to or less than the value of the ship die you deployed.

Satellite boost: Instead, build any viable hex regardless of the value of your ship die.

A Sphere hex is 'viable' if it has not already been built (it does not have a drone on it), and it is **adjacent** to at least one already built hex (a hex with a drone on it belonging to any player or the Corporation).

To build a Sphere hex, pay its resource cost and deploy a drone from your active area (blue) and place it over the die value in the centre of the hex. If you cannot pay the cost and deploy a drone, you cannot take this action.

Note: If you build the final Sphere hex, the game ends at the end of the current round. Otherwise, the game ends after 6 rounds.

BENEFITS

After you build a hex, you gain the benefits shown at the bottom of the hex. If these include a Corporation icon, gain 1 reputation. The Faction icons on hexes you build will score at the end of the game. You will also score points for your built hexes at the end of the game depending on the Sphere card in play.

MORALE BONUS

After you build a Sphere hex, check each already-built adjacent hex. The builder of each adjacent hex (which may be you) gains 1 morale.

Esther builds the highlighted hex.

Esther has already built 2 hexes that are adjacent to the newly built hex, so gains 2 morale.

Arlo has built 1 Sphere hex that is adjacent to the newly built hex, so gains 1 morale.

CREW STATION

Ship die: Any odd-valued die.

Action: Hire 1 crew member.

Satellite boost: Before you hire a crew member, gain 1 resource of your choice.

To hire a crew member, choose a Crew card in the display, pay its cost in resources, and score the points shown on the left-hand side of the card.

If the card has a morale token on it, also gain morale equal to the value of the token. Return the morale token to the supply.

Now place the Crew card in one of the three slots below your Command Centre. You can have up to 3 current crew members at any time.

If you already have 3 crew members and hire another, you **must** permanently 'retire' one of your other crew members. You **cannot** hire and then immediately retire the same crew member. You **cannot** choose to retire a crew member at any other time.

When you retire a crew member, earn the bonus on the right-hand side of the card, then place it face down in a personal 'retirement' discard pile beside your Command Centre. The Faction icons on your current and retired crew will all score at the end of the game.

Cost to hire / *Faction icons* / *Points score when hired* / *Retirement bonus* / *Ability*

The actions and retirement bonuses of all crew cards are explained in more detail in the *'Almanac'* on page 16.

After you hire a Crew card, **do not** immediately refill the display. The display is only refilled during the *'Recover'* phase at the end of the round.

USING CREW MEMBERS

You can use the action of your current crew members on your turn during the 'Deploy' phase. When you do, rotate the card by 90^0 to show that it has been used. You can only use the action of each of your crew members **once per round**.

RESISTANCE FLEET

Ship die: Any even-valued die.
Action: Attack any number of Resistance ships.
Satellite boost: Before you attack, salvage up to 2 drones.

For each ship you want to attack, pay 1 crystal and then deploy any number of drones from your active area (blue). Place your drones in the left-most empty drone column on the card. If you deploy more drones in a later turn, place them in the same column as your existing drones. If you cannot attack at least 1 ship (pay at least 1 crystal and deploy at least 1 drone), you cannot take this action.

The attacks on Resistance ships are resolved during the *'Battle'* phase.

Cost to attack ship (always 1 crystal)
Resistance value
Corporation and Faction icons
1st bonus & 1 morale
2nd bonus & 1 morale
3rd bonus & 1 morale
Drone columns

PHASE 3: BATTLE

Resolve the attack on each Resistance ship one by one. In round 1, there are only two ships in the top row of the Resistance fleet. In later rounds, undefeated ships from the previous round will have shifted into the bottom row.

The player who deployed the most drones on the ship is the Commander. If tied, the tied player who deployed drones earlier (left-most on the ship card) is the Commander. The Commander rolls the Resistance die and adds the value rolled to the resistance value on the card. This is the total resistance value of the ship.

If the total number of drones on the card (deployed by all players, including the Corporation drone if present) is **equal to** or **greater than** the total resistance value, the attack succeeds. If not, the attack fails.

SUCCESSFUL ATTACK

All players who deployed drones to attack the ship earn bonuses:

» The Commander scores the 1st bonus, and gains 1 morale.
» The player with the second-highest number of drones scores the 2nd bonus, and gains 1 morale.
» All other attackers score the 3rd bonus, and gain 1 morale.
» If players are tied, the tied player who deployed their drones earlier (left-most on the ship card) wins the tie.

The Commander claims the Resistance ship card. If it has a Corporation icon, the Commander gains 1 reputation. The Faction icons will be scored at the end of the game.

Finally, return all player drones on the card to the players' inactive areas (red).

FAILED ATTACK: TOP ROW

If the Resistance ship is in the top row of the fleet, the attack continues in the next round. Shift the card into the bottom row of the fleet and place **1 Corporation drone** in the first empty drone column. The Corporation drone will support the attack in the next round. All player drones remain on the card.

FAILED ATTACK: BOTTOM ROW

If the Resistance ship is in the bottom row of the fleet, the attack ends in defeat for the players. No player scores any points, and all players — including players who did not participate in the attack — **lose 1 morale**.

The Commander still claims the card. If it has a Corporation icon, the Commander gains 1 reputation. The Faction icons will be scored at the end of the game.

Finally, return all player drones on the card to the players' inactive area (red), and place the Corporation drone back beside the Resistance deck.

In the **final round** (either round 6, or the round in which the final Sphere hex is built, if earlier), fully resolve all failed attacks as if all Resistance ship cards were in the bottom row of the fleet.

CORPORATION DRONES

A Corporation drone behaves like a neutral player who has deployed 1 drone to attack the ship. If the Corporation is the Commander, one player should still roll the Resistance die, but no player will score the highest bonus on the card or claim the card after the attack is resolved. If the Corporation has the second- or third-highest number of drones, it diminishes the points earned by players who deployed a drone after the Corporation.

Arlo deployed 3 drones and is the only attacker. Arlo becomes the Commander and rolls 1 on the Resistance die, giving the ship a total resistance of 3.

The number of drones is equal to the total resistance, so the ship is defeated. Arlo scores 3 points, gains 1 morale, and claims the Resistance ship card.

Esther deployed 1 drone, and Arlo later deployed 2 drones. Since Arlo deployed more drones than Esther, he is the Commander. Arlo rolls 0 on the Resistance die, giving the ship a total resistance of 2.

Since the number of drones is greater than the total resistance value, the ship is defeated. Arlo scores 4 points, gains 1 morale, and claims the Resistance ship card. Esther scores 2 points and gains 1 morale.

Arlo and Esther have both placed 2 drones each on the ship and there is 1 Corporation drone.

Arlo placed drones before Esther and has more drones than the Corporation, so Arlo is the Commander. Arlo rolls 2 on the Resistance die, giving the ship a total resistance of 6.

Since the total resistance value is greater than the total number of drones, the Resistance ship survives the attack, and the players are defeated.

The ship was in the bottom row of the fleet, so its attack ends in defeat for the players. No points or morale bonuses are awarded, and all players, even players who deployed no drones to attack the ship, each lose 1 morale. Arlo was the Commander and still claims the card.

PHASE 4: RECOVER

Prepare for the next round as follows.

SHIP DICE

All players take back all their ship dice. If you gained your opaque auxiliary ship die during the current round, **return it to your reserve**.

RESISTANCE SHIPS

Draw 2 cards from the Resistance deck to form a new top row of the Resistance fleet.

CREW MEMBERS

All players 'refresh' their current Crew cards, turning them upright again so that they are ready to be used in the next round.

CREW DISPLAY

Place morale tokens on Crew cards in the display as follows:

» First, if a Crew card already has a 2-morale token, discard the Crew card and morale token. Place the card on the bottom of its own deck and place the morale token back beside the display.

» Then, flip any 1-morale tokens on Crew cards over to show 2 morale.

» Finally, add a 1-morale token to any Crew card without a token on it.

Now draw new cards from the Crew decks, as necessary, to refill the display, so that there are 2 cards of each Tier in the display.

END OF THE GAME

The game ends after 6 rounds (when the Resistance deck is used up), or at the end of the round in which the final Sphere hex is built, if earlier.

Always complete the *'Battle'* phase of the final round, fully resolving all failed attacks as if the Resistance ship cards were in the bottom row of the fleet, but skip the *'Recover'* phase.

Each player now scores additional points as follows:

- » **Sphere:** Score points for the number and position of your Sphere hexes based on the criteria of the Sphere scoring card.
- » **Factions:** Look at all the Faction icons you have gained across your active and retired Crew cards, your claimed Resistance cards, and the Sphere hexes you built. Use your faction track to record the number of each you have gained. Each complete set of 3 different Faction icons ⬤ ⬤ ⬤ scores 5 points. Each silver Faction icon ⬤ is 'wild' and can take the place of any one other Faction icon to complete a set.
- » **Reputation and morale:** Each marker scores points separately, depending on its final position. Compare the position of each marker to the point values beneath the tracks to determine how much each marker is worth.
- » **Drones, ore, gold & crystal:** Score ½ point for each active drone and resource on your player board. Inactive and decommissioned drones, and any drones still in your reserve, are not worth any points.

The player with the most points is the winner. In the case of a tie, the player who has the most reputation is the winner. If it is still a tie, the player who has the most morale is the winner. If still tied, all tied players share the victory.

ALMANAC

TIER 1

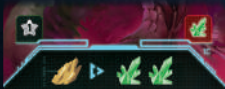Each Tier 1 Crew card costs 2 gold to hire, and scores 1 point.

Action: Trade 1 ore for 2 gold
Retire: Gain 1 gold

Action: Trade 1 ore for 2 crystal
Retire: Gain 1 crystal

Action: Trade 1 gold for 2 ore
Retire: Gain 1 ore

Action: Trade 1 gold for 2 crystal
Retire: Gain 1 crystal

Action: Trade 1 crystal for 2 ore
Retire: Gain 1 ore

Action: Trade 1 crystal for 2 gold
Retire: Gain 1 gold

Action: When you visit the Solar Sphere, gain 1 ore
Retire: Gain 1 ore

Action: When you visit the Crew Station, gain 1 gold
Retire: Gain 1 gold

Action: When you visit the Resistance Fleet, gain 1 crystal
Retire: Gain 1 crystal

TIER 2

Each Tier 2 Crew card costs 2 gold plus any 1 additional resource to hire, and scores 2 points.

Action: Gain 1 ore
Retire: Gain 2 ore or any 1 resource

Action: Gain 1 gold
Retire: Gain 2 gold or any 1 resource

Action: Gain 1 crystal
Retire: Gain 2 crystal or any 1 resource

Action: Gain 1 morale for each 2 crew members (count your current and retired crew)*
Retire: Gain 4 morale or 1 Reputation

Action: Gain 1 morale for each 2 Sphere hexes you have built*
Retire: Score 1 point for each Sphere hex you have built

Action: Fabricate 1 drone
Retire: Fabricate 2 drones or salvage 4 drones

Action: Salvage 2 drones
Retire: Fabricate 2 drones or salvage 4 drones

Action: Salvage 1 drone for each Resistance ship card you have
Retire: Score 1 point for each Resistance ship card you have

Action: If a Resistance ship wins an attack in which you deployed drones, reroll the Resistance die once (even if you are not the Commander)
Retire: Gain 4 morale or salvage 4 drones

* In each case, count the number of your crew members or Sphere hexes, divide this total by two and round down.
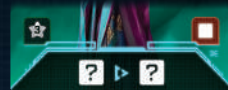
TIER 3

Each Tier 3 Crew card costs 2 gold plus any 2 additional resources to hire, and scores 3 points.

Action: Salvage 4 drones

Retire: Salvage any number of drones

Action: Refresh 1 crew member (turn it upright so that you can use its action again during the current round)

Retire: Salvage any number of drones

Action: When you Deploy a ship die, change it to any other value of your choice

Retire: Gain your auxiliary die*

Action: Pay 2 morale to gain 1 reputation

Retire: Gain your auxiliary die*

Action: When you visit the Solar Sphere, take 1 kickback (do not lose morale)

Retire: Take 1 kickback (do not lose morale)

Action: When you visit the Resistance Fleet, take 1 kickback (do not lose morale)

Retire: Take 1 kickback (do not lose morale)

* Take the die from your reserve and roll it (if you already gained the auxiliary die this round, this benefit is lost). Place it on your corresponding docking port. You may deploy this die in a later turn. You do not gain a morale bonus from this die, and you must return it to your reserve at the end of the round.

SOLAR SPHERE

SOLO MODE

In the solo mode, you will play against the Delta Rift Area Nexus Defence Automa — or DRANDA — an AI hired by Enigma GMC. You win the game if you score more points than DRANDA.

DIFFICULTY LEVEL

Before you play, choose a difficulty level.

The difficulty level determines how many points DRANDA scores when it gains morale and reputation, how many drones it deploys and discards when attacking Resistance ships, and how many points it scores for each drone it has left in its supply at the end of the game.

	LEVEL I EASY	LEVEL II MEDIUM	LEVEL III HARD
Points scored each time DRANDA would gain 1 morale	0	1	2
Points scored each time DRANDA would gain 1 reputation	0	1	3
Drones deployed each time DRANDA attacks Resistance Fleet	3	4	4
Drones discarded each time DRANDA participates in successful attack	2	1	1
Points scored for each drone DRANDA has left in its supply at end of game	1	2	3

SETUP

Setup the game as you would a 2 player game, with the following changes:

- » **Always play red:** You must use the red player set.
- » **Resistance ships:** When revealing Resistance cards, arrange cards within each row of the fleet so that the card with the highest resistance value is on the left.

The DRANDA AI doesn't use a Command Centre board, but does use the black **turn order marker**, **score marker**, and a '50/100' **score tile**.

Set up a separate play area for the AI as follows.

1 ▷ Place all **20 black drones** in the play area.

2 ▷ Shuffle the **12 DRANDA cards** to form a face-down deck.

3 ▷ Flip the top card of the DRANDA deck face up to begin the discard pile.

DRANDA uses **2 black**, **2 blue** and **2 yellow** dice: 1 transparent and 1 opaque die of each colour.

4 ▷ Place the 3 transparent dice beside the discard pile. These are DRANDA's ship dice. Leave space for 3 cards to be laid to the right of the discard pile.

5 ▷ Place the 3 opaque dice in a separate reserve, ready for use later.

**6** ▷ Place a faction tracker and tracker tokens in the play area.
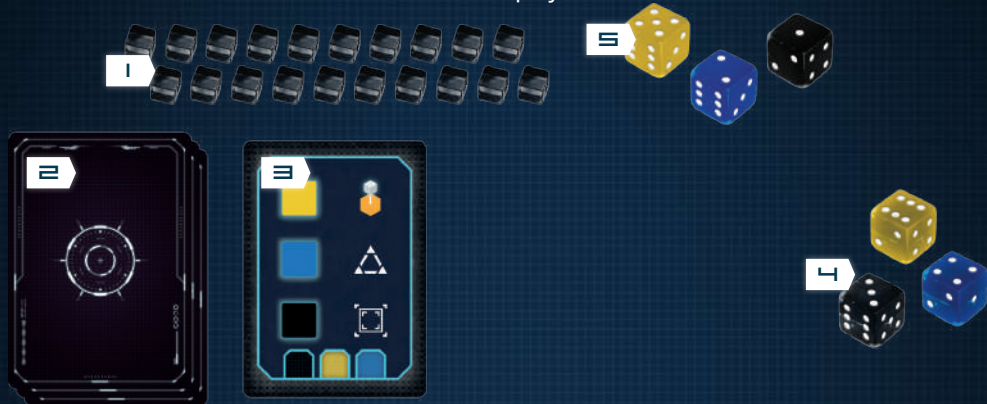
HOW TO PLAY

PHASE 1: DOCK

After you roll and resolve your own ship dice, roll DRANDA's 3 ship dice and arrange them in the order shown on the bottom edge of the top card of the discard pile. This determines the order in which DRANDA will play its ship dice. Leave space above each die for a card.

Turn order is established as normal, based on a comparison between the total value of your ship dice, and the total value of DRANDA's ship dice.

DRANDA deck   *Discard pile*   *Play area*
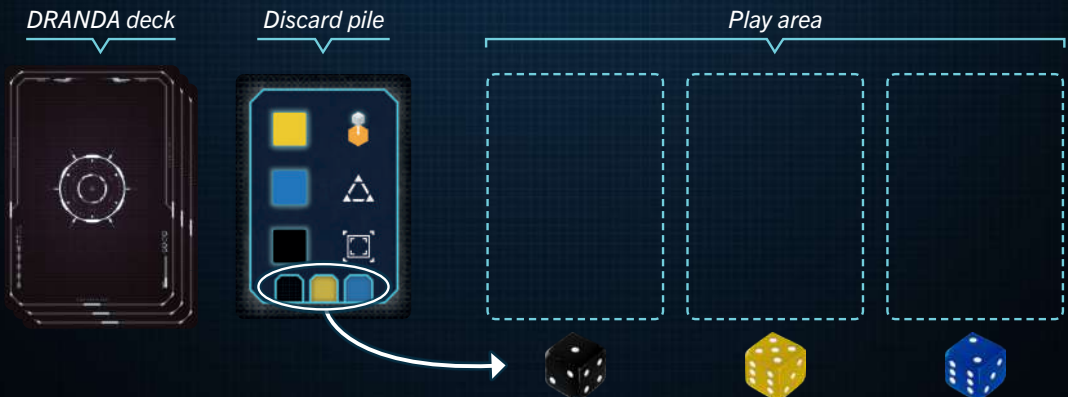
PHASE 2: DEPLOY

Take your turns as normal. On DRANDA's turn:

- » Reveal the top card of the DRANDA deck and place it above the left-most ship die.
- » Check the location icon on the card that corresponds to the colour of DRANDA's die.
- » Place this die at the appropriate location, following the instructions below. Leave the card where it is for now. **Do not** put it on the discard pile.

DRANDA does not need to match the die value requirements at locations, but for some actions, the value of the die still matters.

- » If DRANDA ever places a die on a location containing one or more other ship dice, discard 1 drone from its supply (remove it from play). If DRANDA's supply of drones is exhausted, it instead loses 1 point.
- » If DRANDA ever gains a morale, it instead scores 0, 1 or 2 points, depending on your chosen difficulty level.
- » If DRANDA ever gains a reputation, it instead scores 0, 1 or 3 points, depending on your chosen difficulty level.
- » If DRANDA does not have enough drones to complete an action it reclaims enough drones to do so from those removed from the game and loses 1 point for each drone reclaimed

The Locations below will sometimes ask DRANDA to consider which Faction icon it has the fewest of. Silver Faction icons ⬤ are always preferred by DRANDA so it will always treat these as the icon that it has the fewest of.

ASTEROID BELT

Place DRANDA's ship die on the Location card in the Asteroid Belt that matches its die value. DRANDA never gains resources.

SALVAGE SHIP

Place DRANDA's ship die on the Salvage Ship Location card.

Reveal a card from the DRANDA deck. Take the opaque die from the reserve that matches the left-most colour on the bottom of the card.

Check the corresponding icon on the newly drawn card, roll the opaque die and place it at the appropriate location and take the action. Place the new card in the play area and put the card that triggered the Salvage Ship action on the discard pile.

If the opaque die of that colour has already been placed, put the card on the bottom of the deck and draw a replacement.

SOLAR SPHERE

Place DRANDA's ship die on the Solar Sphere Location card.

DRANDA builds 1 unbuilt hex. Determine the hex using the following criteria in order, until only a single hex remains. Deploy a drone from DRANDA's supply on the hex.

1. A hex matching the value of DRANDA's ship die.

2. A 6 point hex according to the Sphere scoring card in play.

3. A hex with a Faction icon of which DRANDA currently has the fewest (or joint fewest).

4. A hex adjacent to as many of its hexes as possible

5. The left-most hex of the remaining possibilities.

6. The top-most hex of the remaining possibilities.

If there is still no hex matching the die number after considering the above criteria, instead choose an available hex of the next lowest value and so on. If only higher value hexes remain, DRANDA loses one Drone to place on a hex of any value that meets the above criteria best.

RESISTANCE FLEET

Place DRANDA's ship die on the Resistance Fleet Location card. Ignore the requirement for a die with an even value.

DRANDA deploys 3 or 4 drones depending on your chosen difficulty level (deploy more drones at higher difficulty).

DRANDA deploys drones to Resistance ships using the following criteria, and in order, until DRANDA has no more drones to deploy. At each step, consider the total number of drones (the **power**) deployed to the ship, and that ship's resistance value (the **target**).

A. Bottom row (left to right):
Deploy drones to each ship, if needed, so **power** = **target**
If power = target is matched on both cards, continue...

B. Bottom row (left to right):
Deploy 1 drone at a time to each ship, unless **power** > **target** + 2
If power > target + 2 on both cards, continue...

C. Repeat step A, then step B, on the top row (left to right):
If there are remaining drones, continue...

D. Bottom row (left to right), then top row (left to right):
Deploy 1 drone at a time to each ship
If there are remaining drones, repeat step D.

CREW STATION

Place DRANDA's ship die on the Crew Station Location card. Ignore the requirement for a die with an odd value.

DRANDA hires a crew member based on the die value.

- » Value 1 or 2, hire a Tier 1 crew member
- » Value 3 or 4, hire a Tier 2 crew member
- » Value 5 or 6, hire a Tier 3 crew member

If DRANDA has a choice, it hires the crew member of the correct Tier with a Faction icon of which DRANDA currently has the fewest. If tied, DRANDA hires the crew member in the top row if its die value was odd, and the crew member from the bottom row if its die value was even.

If there are no crew members of the correct Tier, DRANDA instead hires from the next highest Tier following the choice rules above. If there are no crew members of that Tier, DRANDA hires from a Tier below.

DRANDA collects all their hired crew, but never uses their action or needs to retire crew to hire an additional crew. DRANDA scores points from hired crew as normal.

PHASE 3: BATTLE

Resolve the attacks on the Resistance ships as normal. DRANDA scores points, gains morale, and claims Resistance ship cards in the same way as a regular player. *(Remember: If DRANDA gains morale it scores 0, 1 or 2 points instead, depending on your chosen difficulty level.)*

After a successful attack in which DRANDA participated, remove and discard 2 or 1 of DRANDA's drones (remove them from play) depending on your chosen difficulty level, before returning the remainder of DRANDA's drones to its supply.

After an unsuccessful attack in which DRANDA participated, return DRANDA's drones to its supply. DRANDA does not lose morale.

PHASE 4: RECOVER

Handle the DRANDA cards as follows:

- » Flip the top card of the deck and place it on the discard pile.
- » Then collect the 3 cards set aside in the DRANDA play area and shuffle them back into the DRANDA deck and place it face down to form a new draw deck.
- » **Never** shuffle cards in the discard pile back into the DRANDA deck. All cards in the discard pile stay in the discard pile and are never reused.

Resistance ships: When revealing Resistance cards, arrange cards within each row of the fleet so that the card with the highest resistance value is on the left. If tied, place the card with Faction icons of which DRANDA has the fewest on the left. If still tied, do not change the order of the cards.

Opaque DRANDA dice: Discard any opaque dice that were used by DRANDA this round. They will not be used for the remainder of the game.

END OF THE GAME

The game ends as normal, and DRANDA scores points as normal for the Sphere hexes it has built, and for the Faction icons it has collected on Sphere hexes, hired Crew cards, and claimed Resistance ships.

In addition, DRANDA scores 1, 2 or 3 points for each drone remaining in its supply, depending on your chosen difficulty level.

If you have scored more points than DRANDA, you win!

QUICK REFERENCE

PHASE ONE: DOCK
This phase happens simultaneously. Roll your dice, gain morale, and establish turn order for the round.

PHASE TWO: DEPLOY
This phase happens in turn order. Take turns to visit locations until you have no more dice left to place.

PHASE THREE: BATTLE
This phase happens in order of ship appearance. Resistance battles will be resolved in the order they appeared, by the Commander in each combat. Resolve the bottom left battle, then bottom right, then top left, then top right.

PHASE FOUR: RECOVER
This phase happens simultaneously. Refresh the game state. Take your dice back, assign morale to crew and refresh the crew market, draw two new Resistance cards and move any undefeated ones down a row.

CREDITS